The Atari Beacon Journal

Newsletter of A.C.C.T. & N.A.C.E.
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CHRIS CRAWFORD ASSEMBLY LANGUAGE COURSE

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The next monthly meeting will be on Monday July 13, 1987 at 7:00 PM at Bassette's Health Foods, 3301 Central Ave.,(The Westgate Shopping Center) Toledo, Ohio 43606

PLEASE TRY TO ATTEND

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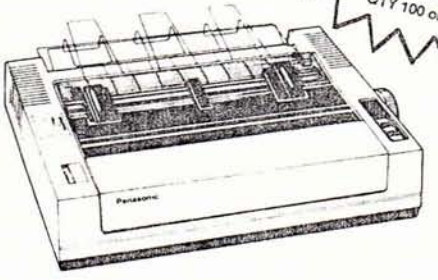

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FROM THE PRESIDENT

After my first full month as president of A.C.C.T. I think that we have already made a bit of progress towards my goal of making the group more of a benefit to its members and thus more attractive to prospective members.

The sysop of THE AVENGERS MANSION BBS has agreed to set up several message bases on his bulliten board for the use of A.C.C.T. These message bases will be used to inform members and non-members of upcoming A.C.C.T. functions and to try to lend assistance to the Atari community in Toledo. In this way I believe we can gain a larger voice for A.C.C.T. and hopefully get more people involved in the group.

The second service that we will be providing to our members is a HOTLINE that they can call for help with specific programs and any questions that they may have about them. To the right of this column you will find the first installment in what I hope will become a regular service for our members. The people listed have volunteered to have their names and numbers listed for the purpose of lending help to other users in the areas designated by each name. In this way we hope to generate a human database that all of our members can benefit from.

On the horizon is the hope that through regular contact with the various companies supporting the ATARI computers, that we can achieve a level of help not provided to this point. I am in the process of gathering the names and addresses of the various support companies in the hope that through contact with these companies we can secure demos and other promotional material that will help us all keep abreast of the happenings in the world of ATARI. Also in this vein I hope to investigate the possibilty of getting club discounts on software from these companies.

As will be my anthems through my tenure as president, I again stress that the greatest asset we have is our membership. And though I hope to be able to help provide material benefits for our members, it is our collective knowledge and vigor that will make or break the Atari Computer Club of Toledo, and it is most important that we continue to grow in order to broaden our base of knowledge and to improve the amount of leverage that we have with ATARI CORP. and all of the rest of the suppliers that we count upon for the support of our machines.

A.C.C.T. HOTLINE

As a service to our members we have begun to compile a list of our members and some of the programs that they would feel comfortable answering questions about. This is the first installment of that listing and if you have any programs that you would like to volunteer to be a consaultant for, please contact the editor, Bill Rodawalt, and he will make sure that the item is listed

John Cobb :
666-7654

Programs for the ST:

DATAMANAGER
ST TERM
ST WRITER
WORD WRITER
PHANTASY I & II
STARFLEET ONE

Ellen Lentz : Days
874-7196

General & Programming:

BASIC LANGUAGE
PRINTER DRIVERS
DESKTOP PUBLISHING PROGRAMS
PUBLIC DOMAIN PRGS.
REFERENCE MATERIAL
GENERAL QUESTIONS

Ted Lentz : Evenings
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B-GRAPH
FINANCIAL WIZARD

Bill Rodawalt :
862-3202

Programs for the ST:

EZCALC
ST TALK
HITCHHIKER'S GUIDE TO THE GALAXY
ALTERNATE REALITY
RLE GRAPHICS

REVIEW

REVIEW
AUTODUEL
Origin Systems Inc.
$45.00
by Dave Elmore

Start booting the game, and reach over for that old Steppenwolf album. When you put the player disk in, start the album up.

"GET YOU MOTOR RUNNIN', HEAD ON DOWN THE HIGHWAY, LOOKIN' FOR ADVENTURE, IN WHATEVER COMES OUR WAY"

There is no better way to discribe this game. From the word go it's action packed, exciting, and sometimes FRUSTRATING. But I love it.

Basically it's a role playing game like the ULTIMAs, except where those are set in the past, this is set in the future. The highways are no longer safe for normal cars and trucks. They must be heavily armed and armored. That is where you come in. You an aspiring Road Warrior, looking to make a living and get a little glory.

You start out with $2000 in the city of New York. It's friday nite , so what do you do? You go to the Truck Stop, buy a suit of Body Armor, and go to the Arena to compete in Amateur Night, where men come to fight in Killer Karts and lay their lives on the line for that $1500 prize. You can take buses around the East Coast fighting in the Arenas and gambling until you can earn enough money to buy your own car.

Once you do that, the ways to make money changes dramatically. Now you can become a Courier, driving important cargos from place to place. Or you can continue to fight in the arena circut. Or you can become a vigilante, hunting down the outlaws that make the highways unsafe.

The game comes with a map of the cities on the East coast and the roads that connect them. The map is keyed as to what facilities are available in each city. Buildings like Truck Stops, Assembly Plants, Arenas, Garages, Weapons Shop, etc. can be found in various places. The general rule of thumb is that the bigger the city, the more facilities it will contain.

As you win Arena Events or successfully deliver cargos, or kill outlaws, your prestige grows, and you become famous. When this happens, you can haul cargos worth more money, and you can build BIGGER cars. Also, people start leaving you clues to go to diffrent places, to find what, I haven't figured out yet.

As you drive in the Arena or along the open road, you see a scrolling overhead view of the terrian around you. You have a little radar scope in the left hand corner to show you where the bad guys are, and other info about your car is also on the screen. This is all joystick controled, and it take very little practice to get used to the way the controls work.

The rules book is very well writen, everything is in logical order. There are a couple reference charts about building your cars, and they're very easy to find when the time comes.

I really like this game, I'd recommend it to anyone. REMEMBER: Drive offensively, the life you save may be your own.

SERVICE

A SERVICE CENTER OF A DIFFERENT KIND
by Dave Elmore

My friends had told me of a computer store in Defience that did excellent work, so I called them. The place is called Maumee Valley Computers. When I talked to them, I told them I was from Toledo and asked if it was possible to bring my drive to them, wait around, and pick it up the same day. They said no problem. They gave me very specific instructions on how to get there, so I packed up the Wife and off we went. We live across the street from the Chrysler Factory in Perrysburg TWP. and it took us just a little over an hour to get to their front door.

The place is rather large, one side devoted to Atari 8-bit and 16-bit machines the other to IBM and Apple (I think). Anyway, I told them who I was and that I had called. They wrote up a receipt for the drive and took it right back into the repair shop.

About an hour later, we walked back into the computer store. We were greeted by the repairmen, who APOLIGIZED that the drive wasn't finished yet, he was still doing a burn test on it. So we amused ourselves for about another 20 minutes, and it was done.

Now came the moment of truth. "How much is the damage?" The girl behind the counter looked at the repair tag, punched a couple of keys on their computer, and said "$43.61". My wife picked me up off the floor.

I had a friend call one of the "Local Authorized Service Center", and they told him the work would cost between $70-$90.

So, if you want to save about $40 dollars, and don't mind driving to Defience and back, this is the place to go.

It's called MAUMEE VALLEY COMPUTERS. The phone number is 1-(419)782-7622. Tell them you heard about them in the ACCT news letter.

M/L PROGRAMMING

CHRIS CRAWFORD ASSEMBLY LANGUAGE COURSE
LECTURE SIX: SUBROUTINES & THE STACK
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We now take up the first topic in this series that is not absolutely essential to writing programs: subroutines. The loops and indexed addressing discussed in the previous lecture are truly essential: it is hardly possible to write a useful program that has no loops. Subroutines are a matter of convenience, not necessity.

It is quite possible to write an entirely adequate program without using a single subroutine. However, you will find that the convenience of subroutines with large programs is so great that you would never want to write such a program without them.

The primary purpose of a subroutine is to perform some function that is frequently needed at many points in the program. Instead of having to repetitively insert the same code over and over again, we simply write it once, place it in a subroutine, and call that subroutine many times from the main program. The use of subroutines dramatically reduces the size of a program.

Subroutines are implemented on the 6502 in a fashion very similar to that used by BASIC. You may recall the two BASIC commands for subroutines: "GOSUB lineno" and "RETURN". The two corresponding 6502 commands are "JSR label" and RTS". The label in "JSR label" is the label of the beginning of the subroutines.

Thus, writing and using subroutines in 6502 is trivially simple. First, you write the subroutine. You give it a name (say, "MYSUBR") and stick that label in front of the first instruction. You put an RTS command after the last normal command of the subroutine. To call the subroutine, you just put JSR MYSUBR. That's all it takes!

However, in order to understand how it works is not so easy. Here's the problem we must solve when the 6502 jumps to a subroutine, the JSR instruction tells it the destination address to which the 6502 must jump. But when the 6502 hits the RTS instruction, how does it know the address to which it must return?

The RTS doesn't say, "Return to THIS address"; it says only "Return". Moreover, how could the 6502 know where to return? If the subroutine can be called from, say, five different points in the program, how would the 6502 know which of those points to which it must return?

What if we gave the 6502 a special register for remembering return addresses? That is, whenever the 6502 encounters a JSR instruction, it stores the current address into its return address register. Then when it encounters an RTS instruction, it simply takes the address out of the return address register.

There is only one problem with this: what if we use nested subroutines (one subroutine calls another)? The second subroutine call will erase the return address for the first subroutine call. Trouble!

The solution to all this is called a stack. A stack is a chunk of RAM allocated for certain special operations such as subroutines. The 6502 stack is stored on page one -- that is, addresses $0100 to $01FF. The stack operates like 128 return address registers arranged in sequence (remember: two bytes per address). The 6502 keeps a stack pointer register to keep track of which byte in the stack is currently being used.

I will now trace through the operation of the stack in a subroutine. We start with the stack pointer set equal to $FF. That means that the stack is empty; the stack pointer is at the very top of the stack. The 6502 encounters a JSR instruction. It takes the current value of the program counter and breaks it into two bytes. It pushes the first byte onto the stack. This means that it stores the first byte at $01FF, then decrements the stack pointer. Now the stack pointer is $FE.

Then the 6502 then pushes the second byte of the return address onto the stack, storing that byte at $01FE and decrementing the stack pointer to $FD. Then the 6502 jumps to the subroutine. When it encounters the RTS instruction, it pulls the two address bytes off of the stack (increments stack pointers and loads byte at address $0100,SP). Those two bytes go directly into the program counter, returning the 6502 to the original entry point.

The advantage of this approach is that it allows very deep nesting of subroutines. If one subroutine calls another, the 6502 simply stores more values onto the stack. The addresses won't be confused because you always exit subroutines in exactly the reverse of the order that you entered them.

You can use the stack yourself, if you wish. You have six instructions that allow you to play with the stack: PHA, PLA, PHP, PLP, TSX, and TXS.

The PHA instruction pushes the value of the accumulator onto the stack and decrements the stack pointer. The PLA instruction increments the stack pointer and pulls the current stack value into the accumulator. These two instructions allow you to store and retrieve values onto the stack. They must be exactly balanced, though, or you will generate that most feared of bugs, the stack crashes.

Consider: you are in a subroutine. You push a value onto the stack, but forget to pull it off. When the 6502 attempts to return to its original location, it pulls two address bytes off the stack -- but they're the wrong two bytes. One of them is the value you pushed but didn't pull. Result: the 6502 return to the wrong address. You program goes haywire and the computer crashes.

This is caled a stack crash. This type of crash tends to the particularly difficult to recover from. Prevention is the best medicine here. The rule for preventing stack crashes is simple and absolute: each and every push onto the stack must be balanced by one pull from the stack. Violate this rule and you will certainly experience a stack crash.

The next pair of stack manipulation instructions are PHP and PLP. These push and pull the process status register pmtp the stack. They are useful for two purposes. First, you may wish to save the values of the various flags before performing some operation, then restore them so that you can branch on a previously created condition. Second, it is sometimes handy to PHP, than PLA to get the processor status register into the accumulatorada where you can more directly manipulate it. Again, each push must be balanced by one pull.

The third stack manipulation pair of commands do not modify the stack. They are TSX and TXS. These transfer the stack pointer to and from the x-register. Once in the x-register, you can change the value of the stack value and then TXS to jump over sections of the stack. This can be a very handy way to pass parameters to subroutines, but it is also very tricky. If you make a mistake, you will generate a stack crash. So be careful with this one. I have always avoided these commands like the plague. They are very dangerous and never essential.

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MEET THE BOARD

MEET THE BOARD
ROY SIDENER
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(EDITOR'S NOTE: For the next few months we will be asking the members of the board to tell you a bit about themselves in an effort to familiarize you with the board members and their particular interest and expertise in the field of computing and their special interests.)

As an active member of ACCT for approximately three years I have served for the last nine months as sargent at arms. I am married, for 17 years and have two daughters ages 12 and 14, and we have recently adopted a Korean baby four months old, Joshua Jared. My wife Connie just returned from a week long visit in Korea where she picked Joshua three weeks ago.

My wife and I came from Wichita, Kansas where we both graduated from Wichita State University, her in Education and I received an electrical engineering degree. I am presently employeed by SSOE, Inc. an engineering and architectural firm where I am employeed as a regestered professional fire protection engineer.

I was given my first Atari 800 computer by my brother-in-law three years after owning a Texas Instruments 99-4A. With my 800 came two 810 disk drives, modem, cassette recorder and about $1,500 worth of software. Pretty good start for zero investment. Since then I have broken one 810, sold the cassette recorder, upgraded from the original modem to the XM301, and added an Epson printer.

I mainly use my system for gaming, word processing, and graphics work making flyers, banners, posters, and newsletters for our church and other organizations. I hope to upgrade my system to an ST or the Atari PC about the end of the summer and look forward to many years of computing for fun and perhaps in the near future profit through a sideline financial planning and investment business I am starting.

See you at the meeting.

DESIGNER LABELS
REVIEW & ENHANCEMENTS
by
Ellen L. Lentz - A.C.C.T

PSLABELS.BAS by James Pierson-Perry (Antic - April, 1987) enables you to print 1" labels with a Print Shop graphic and up to seven lines of text (26 characters each) in a standard or redefined font. The label image appears at the top of your screen. After entering your text you can choose or change the font and the text will automatically be displayed with the new font. You can similarly get a new Graphic without having to retype the text. You can get directories of either the graphics or fonts by hitting ESCAPE after choosing the option. When ready to print, you can choose to print from 1 - 99 labels.

This is one of the most delightful and versatile programs I have seen. In addition to the many uses for labels, it can be used on regular paper for letterheads, place cards, article enhancements, etc. The program is extremely well-written, allowing for modifications without disturbing the logical flow of the program. Directions for use are clearly displayed on each screen.

Any 9-sector redefined character set can be used for the font as long as it ends with .FNT. In addition to the fonts on the ANTIC disk and those mentioned in the article, it will work with fonts from XLENT's TYPESETTER series, and PARTY WARE (copy the 9-sector files ending in .F and rename them to .FNT). Even if an error appears stating that the font didn't load properly, it will print all right.

Printers supported by the program are Epson, Gemini, and Prowriter. (Star SG-10 owners should use Gemini.) These modifications were tested on both a PANASONIC 1080i (Epson) and a Prowriter, with an ATARI 800 and 130XE (with and without a Translator).

Following are some general enhancements to the program, along with changes to print on 1-1/2" labels, to print Reference Tables for the Print Shop Graphics and Redefined Character sets, and to print the Directories of these files on your printer.

GENERAL - For the following, an "&" indicates the ESCAPE character.

In PRINT LABELS, an error will be generated if you hit RETURN before OPTION. Add TRAP 2130: to the beginning of line 2130 and add a new line 2135 TRAP CLEAR.

Add the following line to reset the Prowriter back to PICA and 6 lines to the inch after printing:

```
2305 IF P=C1 THEN ? "&N&A":GOTO 2330
```

Line 2220 contains the printer commands for the Prowriter. It is set for ELITE (E) print, but the width of the labels can be varied by choosing PICA (N) or COMPRESSED (Q). You can even print them double-wide by adding the command here (CTRL/N). The width of the Graphic (not the text) can be changed on the Epson by changing the density mode set by the first &LX in line 2290. &KX will give you a wider graphic, &ZX will give you a narrower graphic.

Add &) to the print commands in line 2220 to set the Prowriter to unidirectional print mode, which will produce a better-looking graphic. If you do this, change it back by adding &(to line 2305.

If you have 2 drives, you can access the fonts on Drive 2 by changing 3 lines. Change the D1 to D2 in lines 1500 and 1550, and C1 to C2 in line 3160.

To get a printed directory of your Print Shop Graphics, add the following lines:

```
3061 POSITION CR,14:? "ENTER 'Y' TO PRINT ON
PRINTER";:INPUT AN$
3062 XPRT=0:IF AN$="Y" OR AN$="y" THEN XPRT=1:GOTO 3064
3063 GOTO 3066
3064 POSITION 1,14:? BL$(1,39):POSITION 11,14:? "Set-up
The Printer":POSITION C9,15:? "Press  START  to Begin"
3065 FOR X=C1 TO 30:NEXT X:IF PEEK(53279)()C6 THEN 3065
3066 POSITION C1,14:? BL$(1,39):POSITION C1,15:? BL$(1,39)
3082 IF XPRT=0 THEN 3090
3084 IF PEEK(838)=163 THEN POKE 838,166:POKE 839,238:GOTO
3070
3086 POKE 838,163:POKE 839,246
```

The same technique can be used for lines 3230 and 3240 for a listing of your .FNT fonts, although these can easily be obtained through DOS. This is the only routine that will not work on the 130XE without a translator, but it is well worth it if you have no other way to get a listing of your PS Graphics directories.

For 1" labels, the program advances 2 blank lines in line 2260. For 1-1/2" labels, you must add 5 more, making it 7. But since the program is set to advance 22/144 of an inch (lines 2220-2240) you actually get 7-1/2 blank lines. You can keep your relative position on the label by advancing 7 lines one time and 6 the next. Change the ? #C2:? #C2: in the middle of line 2260 to FOR L=1 TO LXX:? #C2:NEXT L: and add the following 3 lines:

```
2256 LXX=7
2274 IF LXCTR=0 THEN LXX=7:LXCTR=1:GOTO 2280
2276 LXX=6:LXCTR=0
```

This coding could be modified for any size label. If the blank lines needed cause a valid line-advance, change the LXX in line 2260 to a numeric value (use 2 for 1" labels), and it will not be affected by the additional coding.

Reference Tables for Print Shop Graphics and/or different fonts can be generated by printing one column (about 8 items), then resetting the left margin and backing up the paper for the next column, thus proceeding down and across the page. You can exit to BASIC to set your left margin by pressing Reset, or choosing the Exit option. After setting your margin, continue by entering RUN.

The following routines print the names and generate a character set as text for the Font option. Start with the original program when making the following changes and save it under a different name, such as PSLABELS.REF.

To print the names, add the following lines:

```
2485 DIM GN$(16),FN$(16),AN$(1)
1455 GN$=GNAME$(C1,C16)
1555 FN$=GNAME$(C4,I2+C3)
2195 IF LEN(GN$)=0 THEN GN$=BL$(1,16)
2196 ? #C2;GN$;"   ";FN$
```

Change the GOTO 2200 at the end of line 2170 to GOTO 2195
Remove the ? #C2:? #C2: in the middle of line 2260
Replace line 2130 with 2130 NLABELS=1

To generate the character set, add the following lines (replace line 1790):

```
1785 A=0:C=0
1790 GET #6,B:X=A:A=A+1:IF B=27 OR X)124 THEN 2100
1792 IF C=22 OR C=44 OR C=66 OR C=88 OR C=110 THEN
J=C1:Y=Y+1
1794 IF (X)27 AND X(32) THEN 1790
1796 C=C+1
2105 FOR I=6 TO 10:POSITION 39,I:? " ":NEXT I
```

This will generate the characters for Decimal 0 thru 124. (The program will not handle inverse characters.) A=0 in line 1785 can be changed to start with a different character and X)124 in line 1790 can be changed to end with a different character.

After choosing the ENTER TEXT option, you cannot enter your own text, so just hold down the space bar. The characters will appear in a continuous line on the screen, messing up the display - don't worry about it. After character 124 (3+ lines) it will stop and be displayed correctly in the text space above. You can also stop the text input by pressing ESCAPE. You will only have to create the text line when you RUN the program. Just keep changing the fonts and printing.

For the Graphics table, you can get 5 columns by printing over the blank text area. Be sure to allow enough room in the last column to accommodate the blank text. Left Margins should be set at 000, 012, 024, 036, 048. For the Font reference, you can get 3 columns by allowing the blank graphic to print over the preceding text. Set Left Margin at 001, 025, 049. For both graphics and text, set left margins at 001 and 040.

****

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REVIEW

HARDWARE REVIEW
ASTRA "THE ONE"
by Tim DeYoung

Often times you might come across a little known gem that someone else might like to hear about. This one comes with mixed reviews and each person may have to decide for themselves if it is gem or junk.

I had been wanting a drive that would store as much information as possible on a disk. This meant that I would need a true double density at the very least. Normally this means 180k per side of a disk. Of course to use the back side you would have to notch the write protect tab for the other side and flip the disk over. This means that you would have two seperate directories on the disk as well as probably writing DOS on each side - redundant isn't it? Also the disk manufacturers tell you that you're not supposed to flip the disk over because the dirt picked up by the velvet on the inside of the sleeve gets dumped back on the disk when you spin the disk backwards (that's what happens when you flip the disk over).

Well, "THE ONE" takes that one step further and operates both sides of the disk at one time (double-sided double-density). It has a seperate read/write head for each side and can operate both sides at the same time. This allows you to read both sides from one directory and you only have to write DOS once per disk. An empty directory would show over 1400 sectors free. That's in double density!! It is the equivitent of 2,800 sectors written with DOS 2.0. A lot of storage...eh?

Included as a built in feature with the drive is a Parallel Printer Interface. I use it all the time and can certify that it works well with text and graphics programs (some interfaces have trouble with graphics).

One of the bigger drawbacks of the drive are a tendency to overheat during a lot of disk I/O. I do a lot of disk copying for A.C.C.T. and after maybe 10 or 15 sector copies the drive becomes HOT to the touch. This will probably cause the drive to die a premature death. I've contacted ASTRA and they answered my question before I had even asked it. Kinda leads me to believe that they've been asked the question before. Anyhow they said that the drive has been designed to prevent overheating and that I really have no problem. I haven't been convinced.

Another problem is that THE DRIVE WILL NOT READ OR WRITE IN 1050 DUAL DENSITY (also known as Enhanced Density). It is really enraging to receive a disk in this format only to find out you can't do anything with it.

Some other less critical problems are that you have to open the case up on the drive to change the drive number. And to change the number you have to move a jumper that isn't labled. This means you have to get the manual out just to do this simple operation. Also there is no power on light to tell you if the drive is on or off.

So to sum it up. The drive is fine for mass storage and would work fine for day to day use as long as you didn't need Dual Density. With the printer interface and the DOS included with the drive. It can be a good value for anyone that would use ALL the features of the drive. But for everyday use another drive would fit the bill fine without having some of the problems and the larger price tag to go along with it.

"The ONE" can be purchased at discounted prices between $250 and $300 dollars.

8-BIT D.O.M.

Boot SIDE A) with BASIC.

We are including a special menu, text describing the disk of the month and a text file reader program on all the Disks of the Month.

* DETECTOR 2.0 AND DOCUMENTATION - Now if you have problems loading a file you can check it to see if it may have been SCRUNCHED, SHRUNK, ARCHIVED, MASHED, CRUSHED, or done by the Disk Communicator. Also checks to see if it's a BASIC, object, or picture file
* SHRINK 5.7+ - The latest in disk compaction software. Now you can send an entire disk full of programs over the phone at one time. Just make sure that the other guy has SHRINK 5.2 so that he can unshrink his disk.
* RINGDETC.DOC - Build a ring detector so that your 1030 modem can answer the phone when it rings. A must if you want to run a Bulletin Board System.
* SWCH1050.DOC - Modify your 1050 disk drive so that you can write to the back side of the disk. No more need to cut a tab on your disks. Includes information on installation of a warning LED to help prevent accidents to your disks.
* TARGBALL.BAS - A fun racketball type game.
* STARGUN.COM - A DEFENDER type game .
* AMAZING.COM - A fast PACMAN type game. It sure moves quickly!
* POKER.BAS - Play poker with the best.

SIDE B)

DELUX LABL --- Written by famous Grady Johnson Now you can make mailing labels easily. It allows you to change fonts on each line and make multiple copies of your finished labels. It's so good I'm now using it for many of the clubs disk labels.

))))) BONUS DISK (((((

A public domain BBS (AMIS) that will work on the 1030/835 and xm301 modems. It is the only PD BBS that will use the special auto-answer feature of the xm301. It includes all the instructions on how to set it up for your system.

CONSTITUTION

ATARI COMPUTER CLUB OF TOLEDO

ARTICLE 1:

CLUB NAME

The name of the organization shall be the ATARI COMPUTER CLUB of TOLEDO.

ARTICLE 2:

ESTABLISHMENT

THE ATARI COMPUTER CLUB OF TOLEDO was established in March of 1981.

ARTICLE 3:

PURPOSE

The purposes for which the club was established are both social and educational and, without limitations to the above, to provide the following:

A. provide a congenial atmosphere where owners of ATARI equipment may meet to exchange ideas and information on existing hardware and software.

B. provide mutual assistance in resolving programming problems.

C. promote interest in and understanding of the possible uses of ATARI computers in, but not limited to, the areas of recreation, education, and personal business applications.

ARTICLE 4:

OFFICERS

A. PRESIDENT: will conduct meetings and represent the club as official spokesperson.

B. VICE-PRESIDENT: will perform the duties of the President in his absence from official club functions.

C. TREASURER: will retain and be responsible for the club treasury, paying all due bills, and making monthly reports to the club.

D. SECRETARY: will take minutes at the meetings and conduct official club correspondence.

E. MEMBERSHIP SECRETARY: will be responsible for the upkeep of the membership log, notification to members of dues owed, and upkeep of the mailing list.

F. SERGEANT-AT-ARMS: will maintain order at the business meetings, take charge of all equipment owned by the club, with the exception of software; and maintain a property list.

ARTICLE 4-B:

NON-ELECTED OFFICERS

A. LIBRARIANS: will maintain a list of the respective software and equipment owned by the club that they are responsible for; for purposes of exchange, loan, or reproduction of non-copyrighted material.

B. ADVERTISING MANAGER: will be responsible for procuring adds for the newsletter at a rate set by the Board of Directors; and getting these adds to the Editor for publication in the newsletter.

C. EDITOR: will be responsible for the publication of the monthly newsletter; obtaining, correlating, and reviewing articles for publication; and printing of these newsletters before the monthly meetings.

D. TECHNICAL ADVISOR: will be responsible for answering any questions pertaining to the technical apsects of the ATARI computers or peripherals, asked by the members.

ARTICLE 5:

ELECTION OF OFFICERS

A. election of officers will be for a term of one year.

B. elections will be held during the OCTOBER business meeting.

C. interim elections may be called if the need arises.

D. a simple majority vote of the members in good standing, present at the meeting, shall constitute election of a candidate to office.

E. an individual nominated for office must be a member in good standing

F. the following offices shall be subject to yearly elections:

a) PRESIDENT
b) VICE-PRESIDENT
c) TREASURER
d) SECRETARY
e) MEMBERSHIP SECRETARY
f) SERGEANT-AT-ARMS

G. all other offices are filled on a voluntary basis, from the membership.

ARTICLE 6:

RESIGNATION OF OFFICERS

In the event an officer wishes to resign his/her office; written notification will be submitted to the President in time for publication in the next months newsletter. An individual will be appointed by the Board to fill this vacancy at the next business meeting; followed, a month later, by an election to fill the post for the remainder of the term.

ARTICLE 7:

REMOVAL OF OFFICERS

Officers not performing his/her duties satisfactorily may be removed from office as follows:

A) the officer shall be requested to explain his/her default of duty at the next business meeting.

B) the membership present will determine, by vote, whether to request that the officer resign.

C) if the officer refuses a request to resign, a recall election will be held at the next business meeting.

D) a two-thirds majority of voting members is needed to recall an officer.

E) if recalled, the officer will surrender all goods, equipment, and club property held by him/her.

ARTICLE 8:

MEMBERSHIP

A) membership shall be open to all owners of ATARI computers, with one membership encompassing all members of the immediate family.

B) members in good standing are defined as those individuals whose dues are paid to date, and who have abided by all rules set forth by the club.

C) members not in good standing may be barred from business meetings, club functions; and may be disbarred from the club by a majority vote of the members in good standing.

ARTICLE 9:

DUES

Dues are established and maintained as follows:

A) dues shall be assesed upon joining the club, and renewed yearly on the anniversary date of membership.

B) the amount of dues will be set by a majority vote of the Board of Directors.

C) any increase in dues voted by the Board of Directors will take effect on the next anniversary date of the members.

ARTICLE 10:

MEETINGS

A) meetings will be held monthly, twelve times per year, unless otherwise specified.

B) in case of inclement weather, the meeting will be rescheduled.

C) the members attending the monthly meeting will constitute a quorum, for the purpose of elections.

ARTICLE 11:

AMENDMENTS TO THE CONSTITUTION

This constitution may be amended in the following manner:

A) on an annual basis, on a two-thirds majority vote of the members in good standing, present at the business meeting.

B) notice of intent to amend will be published in the newsletter a month prior to such a vote.

C) all proposed revisions and amendments shall be submited in writing at the next monthly meeting before the vote is taken.

ARTICLE 12:

EXPENDITURES

Club money may be spent in the following ways:

A) By a two/thirds vote of the elected officers for sums under $100.00.

B) By a majority vote of the members, in good standing, present at the monthly meeting, for sums over $100.00.***added 2/12/84***

NOTICE:

****

CHANGES TO THE CONSTITUTION WILL BE DISCUSSED AT THE NEXT BOARD MEETING AND VOTED ON AT THE JULY GENERAL MEETING OF A.C.C.T. IF YOU HAVE ANY INPUT ON THIS IMPORTANT MATTER, PLEASE CONTACT ONE OF THE BOARD MEMBERS OR MAKE SURE TO ATTEND THE JULY MEETING.

****

SUMMER CES

1987 CES REPORT
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BY NAT FRIEDLAND

* Atari's 8-bit computer line is far from dead -- with a new double-speed, double-density 5 1/4 inch disk drive due this summer, as well as the long-awaited 1200 baud plug-in modem and the 80-column box...plus the XE Game System that comes with 64K, a keyboard, a light gun and Flight Simulator II.

* The ST has yet another new wave of remarkable and mind -boggling products on the way. Within our first hour at CES we saw a 4-megabyte memory board that goes into any ST without soldering, and the Hybrid Arts ADAP Soundrack CD- quality stereo sampling and editing system that competes with the vastly more expensive Synclavier and Fairlight in high-end MIDI.

8-BIT UPDATE

We'll start with the good news for 8-bit users. The XF551 disk drive is the big surprise. It's a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the now- discontinued 1050 drive and priced in about the same $160 range as the 1050. The XF551 is also claimed to be 2.9 times faster than a 1050 and boasts true double density -- as well as automatic compatibility with every other density format ever used for the 8-bit Atari. It seemed clear from talking to a number of Atari sources that a 3 1/2 inch disk drive for the 8-bit computers is now unlikely to be produced.

The XF551 drive will have a new ADOS operating system which is nearing completion by OSS, the creators of DOS 2 and DOS 2.5. Promised features of ADOS include a tree structure allowing directories and easy toggle between menu or command operations.

According to Atari's Jose Lopes, the key engineer/ designer of the new XE products described in this dispatch, the first XF551 drives can be expected to start trickling into the stores by July. The same July arrival date now holds true for the 80-column XEP80 display box (reviewed in the July '87 Antic) and the new 1200 baud SX212 modem. Valdes says both products have been delayed by a wait for delivery of main chips, but all other components and packaging are stockpiled in readiness for assembly at Atari's Taiwan factory.

AtariWriter Plus 80 was operating on the XEP80 in a razor-sharp 80-column display at the Atari Booth. The SX212 modem will be bundled with a new version of Keith Ledbetter's famed Express software which the author is scheduled to demonstrate later in the show.

XE GAME SYSTEM

The first working pre-production prototypes of the XE Game System were on view atop the roof of Atari's large booth structure, along with a real Cessna airplane that Atari somehow got into the new CES North Hall. The Game System is essentially a two-piece 65XE computer that costs as much as a 130XE.

But instead of 128K memory, you get a light-gun, a joystick and three games -- Flight Simulator II on cartridge, Missile Command in ROM and a pistol game called Bug Hunt. At least 18 arcade and disk best-sellers are now promised for Atari cartridge by Christmas, including 1 On 1, Gato, Midnight Magic, Karateka, Choplifter and Blue Max. Most titles are to sell for $19.95 each.

Atari Software Director John Skruch says the XE can get as much as 256K on a bank-switching cartridge. Flight Simulator II only required 128K. Two hard-hitting TV commercials for the Game System were on Display. The system is designed to be sold in separate pieces overseas. Eventually the light-gun will be available in the USA as an 8-bit peripheral. An ST mouse will work on the XE Game System in trackball mode -- CONTROL-T.

ANOTHER ST BONANZA

This CES had another dazzling array of ST computer products on display. We'll be looking at a lot more of them in our later reports. During just our first hours around the crowded Atari area, here's what we found that seemed especially impressive:

Micro D of Canada was showing a prototype 2/4Mb memory upgrade board that is supposed to install inside any ST without soldering. The Data-Free Board will sell for $159 without RAM chips. The 4-megabyte upgrade requires 32 chips and the 2Mb takes 16. The chips cost $30 each from Micro D or you can shop for a better price on your own. Hybrid Arts, the king of Atari MIDI developers, was showing their $1995 ADAP Soundrack digital sampling system, which will be on sale in July. ADAP offers the sound quality of compact disks -- in true stereo if you get a dual hardware setup. On a stage in the Atari area, ADAP was in action -- effortlessly pulling selected portions off any tape and manipulating the sound in real-time with a simple visual interface. Sounds could be played back in reverse, cut and pasted, stretched, faded and otherwise manipulated, as fast as you could click a mouse.

Frank Foster of Hybrid Arts told Antic that Tom Hudson is looking into the ADAP math co-processor box for speeding up certain math-intensive operations of his graphics software (DEGAS, CAD-3D) such as ray tracing.

Springboard was showing their little-publicized ST conversion of Certificate Maker at the Atari booth.

Shelbourne Software's 3D Breakthrough, the first ST game using the Stereotek 3D Glasses, was a spectacular sight. You move through an elaborate maze by shooting

your way through flashy barriers. The disk will also include a non- 3D version that doesn't require glasses.

"Okay all those letters this month from Antic readers have convinced us there's still an 8-bit Atari market out there," said Springboard Software president John Paulson at his company's CES booth. "You'll be glad to know that Springboard has now started work on an 8-bit Atari version of Newsroom.

Newsroom is a popular entry-level page layout program for easy newsletters. Springboard is already showing an ST version of their Certificate Maker here, this product is currently shipping.

Good news for Atari graphics users who have been trying to find a touch tablet. Suncom's Animation Station for XL/ XE is now available. The included software provides many pre-drawn pictures as well as automatic shape generation. The tablet can be used in place of joysticks or paddles to control any standard Atari software, according to Suncom.

At Antic's suggestion, Suncom is now looking into converting their convenient keyboard-mounted joystick for use with the Atari 8-bit and ST.

Strategic Simulations Inc. had extra reason for celebrating at their suite, high above the Chicago River. Last week they signed a contract with TSR to start the first computer versions of the original Dungeons and Dragons games. You should be able to play D&D on your Atari by Christmas.

Datasoft, now being released through Electronic Arts, has two welcome 8-bit titles due out before July. Video Title Shop ($29.95) lets you create colorful animated sequences with graphics and moving text -- which can be transferred to your videorecorder tape via standard electronics cables. Video Title Shop includes the Micro- Painter Plus paint program and a library of built-in borders and screen images. Scrolling, position-changes, fadeouts and a whole range of video special effects are supported. A second disk of video "clip art" for the program will also be released this year.

Also from Datasoft at $29.95 is the second installment of Alternate Reality -- The Dungeon -- which seems to play much faster and more conveniently, with less disk swapping than the earlier installment of this large-scale graphics adventure game.

Most of the unreleased software on display at CES was promised for shipment by early summer. One of the few new packages I was actually able to bring back for review is...Virtuoso. This is the long-evolving music/graphics storyboard system that Antic previewed almost two years ago. The XL/XE version is $49.95 and the ST version is reportedly well along in development.

Infocom had two of its top adventure programmers on hand at the show -- Dave Lebling (Lurking Horror) and Steve Meretzky (Stationfall, Hitchikers Guide). Brian Moriarty was left home in Boston to continue working on the new Beyond Zork project which will blend role-playing with the text adventure format. Activision, Infocom's parent company, had only two arcade cartridges for the Atari 2600, Kung Fu Master and Commando.

The fourth (and final) ANTIC ONLINE report from the June '87 CES will feature tonight's second annual ChicagoLand Atari Users Group dinner meeting, which is attended by many top executives and programming professionals from the Atari world.

ST COMING ATTRACTIONS

What looked like a very powerful and easy-handling 2-D drafting and draving program was being demonstrated by Xetec of Salina, Kansas (makers of the Grafix AT which has been reviewed in Antic). SCAD gives you pages for 16 ST dravings in RAM. All commands can be operated from GEM or from the keyboard. The $99.95 program is due in September and will not be copy-protected. Page sizes can be defined as large as 32 X 32 inches and many powerful graphics editing tools are built-in. SCAD can convert images into DEGAS format. We'll also be revieving Xetec's new Printer Enhancer, a $249.95 buffer/switcher with 8 built-in type fonts.

A software team from Venezuela was showing MasterCAD 3-D, a $199.95 program that converts any 2-D image into real 3-D and seems quite easy to operate. The current version requires 1Mb and monochrome. Final U.S. distribution is still being set.

Passport Designs, a leading MIDI software house, is rushing to convert its first ST product -- Master Tracks Pro, a high-powered, user-friendly 64-track sequencer that has been vinning rave reviews on the Macintosh this spring. The Passport CES team told Antic that three out of four visitors to their booth wanted this product on the ST instead of the Mac.

Computereyes, a 1986 Antic Award Winner, is being shown at CES in an inexpensive $149.95 monochrome version (it can produce gray scales on the color monitor). This is the latest Atari video digitizer from Digital Vision. Their ST color unit will be reviewed in the August 1987 issue of Antic.

Another specialized new use for the ST is to run a graphics database for serious chessplayers. SciSys of London is showing two versions of ST ChessBase -- the software that current World Champion Garry Kasparov has been using to prepare himself four tournaments.

With Chessbase Sr., every recent tournament game of an upcoming opponent can be fed into the database and instantly examined from a vast variety of viewpoints to pinpoint potential weak points of play. You can see how an oppenent reacts to any standard style of opening or strategy. ChessBase Jr. works with the expensive Leonardo world-class chess computer and the ST. U.S.

distribution for all these products was being finalized at CES.

An add-on to PrintMaster Plus, the Print Shop workalike from Unison World, will be a Fonts and Borders disk. Price is not yet set.

GAME GALLERY

Microprose had a customized Link Trainer "flying" on the CES floor as it was piloted with the new Gunship helicopter simulation. The ST version is still under development.

Mindscape, which hosted a Sunday rock oldies concert for 1,000 (Bo Diddley, Sam & Dave) showed two $29.95 ST color games designed in England. 8-Ball is a 3-D billiards game played inside a cube where you can adjust the gravity and line up your shots off any wall. Plutos is a shootout where your rocket flies over the scrolling surface of the huge enemy mothership and attempts to destroy it.

From England's Psygnosis, creators of the visually awesome graphic adventure game Barbarian comes another lushly-detailed extravaganza. Barbarian moves a Conan-type hero through an a vast, scrolling underground kingdom -- color only -- where monsters and hordes of enemy guards must be overcome on every screen.

Electronic Arts is starting to crank out some ST titles too. An enhanced version of Music Construction Set -- with MIDI -- is due in July for $39.95. Other new features are direct waveform editing and a jukebox playback mode.

EA has also taken over distribution of the First Byte talking ST software. First releases are MathTalk, a flashy arithmetic drill for youngsters, and a talking computer version of Mad Libs, the popular series of humor books where you add inappropriate words to prepared storylines.

Still more from Electronic Arts, a kind of super-Diplomacy strategy game called Empire, where you conquer weaker parts of the world and force them to build weapons and raise new armies for your war machine. But your enemies are just as ruthless, and you can also start the game by re- drawing the map of the world to suit your own tastes.

Logical Design Works has a whole line of fast-moving ST gambling simulations for $34.95 each. Vegas Gambler combines blackjack, roulette, slot machine and poker machine. Other titles available are Vegas Craps and Club Backgammon.

From Canada Jagware is making its ST debut with Alien Fires, a color-only 3-D space maze arriving this summer.

AVATEX 2400 BAUD MODEM

Avatex, well-known for its low-priced Hayes-compatible modems, now has a speedy 2400 baud unit. List price is $319 but previous Avatex modems have been dramatically discounted.

Atari also used the CES opening to announce that they had a 45% increase in first quarter sales this year -- $65.1 million -- and they were making a 2-for-1 stock split.

This news bumped up the price of Atari stock by about $5, to over $30 per share.

MONTHLY MINUTES

President , Bill Rodavalt, called the May meeting of ACCT to order. The first item brought up for discussion was the affiliation with the Northcoast Atari Computer Enthusiasts (NACE). The ACCT members voted in favor of the affiliation.

The ST S.I.G. moved from Bob Wrobel's house to John Cobb's trailer. They Really need a bigger place to hold it in, so if you know of a place , please contact John Cobb.

The flea market will not be held at the old club meeting place at the trailer park in Perrysburg. They do not allow sales there. By the July meeting, the time and place should be set, if we decide to have the flea market rather than the usual garage sale. Any with suggestions should contact John Cobb.

The 8-Bit S.I.G. will not be continued into the summer months due to scheduling difficulties but will resume this fall if there is sufficiant interest.

The DATABASE S.I.G. did not have a meeting in April but will meet at the regular time throughout the summer.

Tim DeYoung (OON Librarian) is looking for programs written by members. If you have a program that you have written, give it to Tim and he will put it on the Disk of the Month, and you may become famous.

President, Bill Rodavalt, would like to change the structure of the meetings. A short buisiness meeting followed by demonstrations of programs on both the 8-bit and ST. If people are interested in the demos, they can go up to the machines. Those that aren't interested would be free to discuss topics amongst themselves. Bill would like peoples opinions of this idea. The only way it's going to work is if people will volunteer for the demos.

Door prize given. Meeting adjourned.

ST D.O.M.

ATARI COMPUTER CLUB OF TOLEDO
ST DISK-OF-THE-MONTH
JUNE, 1987

The following programs are on this months DISK-OF-THE-MONTH. There is also an extra disk this month...read about it below!!!
The DISK-OF-THE-MONTH is $3.00, as is every disk in our public domain library.

** DESKACC **

CADENZA..
CADENZA is a checker game that can be loaded as a desk accessory. Place it on a disk with the ACCLOADER.PRG already on the disk in an AUTO folder.

MINIDOS..
MINIDOS is a desk accessory that is similar to the 8-bit DOS menus. Use it to transfer files, format, delete, etc. while in the Desktop.

** GAMES **

MONOPOLY..
This is probably one of the finest public domain games out today. It is a single player game, against three computer opponents. The program MUST be taken out of the MONOPOLY.DIR folder, and placed on a disk so the AUTO folder within the game can autoboot.

** UTILITIES **

DIRPRINT..
Use this utility to title, and then print out your disk directories.

DSSFORMAT..
I call this a "fat" formatter. Use this utility to get more out of your disk space. Formats to 408,000 bytes on a single-sided disk, and 828,000 bytes on a double-sided disk!! BE CAREFUL! Make sure you have switched disks before initializing the formatting process...the process begins IMMEDIATELY upon pushing the appropriate key.

UNDELETE..
A very valuable tool for those of us who move files around constantly. Allows you to save files that you have inadvertantly erased, as long as the computer has not been shut off. Just boot up the program, put in the disk with the deleted files, and they will appear on the screen. Just highlight the ones you want to undelete.

BONUS DISK!!!

We have an extra disk this month for our ST users.

It is a collection of 328 public domain pictures and designs for the PRINTMASTER program. There are flags, fancy alphabets, military logos, computer symbols, etc. The cost of the disk is $3.00, or $2.00 if the D.O.M. is also purchased.

ANY DISKS IN THE ST PUBLIC DOMAIN LIBRARY(there are 45 of them now!!!) CAN BE ORDERED THROUGH THE LIBRARIAN...JOHN COBB. ALL DISKS ARE $3.00 APIECE, OR $2.00 FOR EACH DISK PURCHASED AFTER THE FIRST ONE.

ST S.I.G.

ST S.I.G. MEETING

The monthly A.C.C.T. ST S.I.G. meeting was held on Monday, May 18th, at 7:00P.M., at the home of John Cobb. The reviews of Zoomracks and Data Manager had to be put on hold, because the individual who was to go over the programs for us, could not attend the meeting.

The meeting was opened up to questions from the members on any programs that they may be having trouble with, in the hopes that someone at the meeting could answer the questions. This turned out quite well, since nearly everyone present had a question or problem with one program or another, and almost all the problems were resolved before the meeting was completed. The group was able to help out one member who was having troubles with FIRST WORD, another who was trying to generate mailing lables using DATA MANAGER, another who was having a problem creating ram disks, and one individual who had purchased a D.O.M. from another ST group with archived files on it, and was given no knowledge on how to un-archive the files to get them to work.

All in all, the meeting turned out to be helpful to everyone there. The next A.C.C.T. ST S.I.G. meeting will be held on Monday, 22nd at the home of John Cobb, 27696 Oregon Rd. #48, Perrysburg. There will be no theme for the next meeting, we will again go over any problems any of the members have with any program. So, bring along your troublesome program, no matter what type, and we will try to help you through the parts that are giving you trouble. If you need directions to the meeting, or more information about the A.C.C.T. ST S.I.G., call me at 666-7654.

J. Cobb

REVIEW

GIST
Antic Software
Reviewed by Ed Seward
Reprinted from CURRENT NOTES

GIST is by Gary Levenberg and Lee Actor. This is the product whose prototype was the basis of their column in the Winter START magazine. The purpose of GIST is to provide an easy means of designing better sounds and then including them in a program.

The package comes with the GEM based sound editor, 50 sample sounds and the code necessary to use GIST for 5 C language systems: Alcyon C (and thus Mark Williams C), GST C, Lattice C and Megamax C. After some begging, pleading and grovelling I learned that Antic will be adding the code for using GIST with OSS' Personal Pascal. This addition will be placed in the public domain as it will be useless without the GIST package itself.

On first viewing the directory of the GIST directory one sees five folders and 3 files. There is a folder labelled for four of the C's that contains the code for using GIST. There is a folder just containing the code fro the demo program and another folder containing the 50 sample 'SND' files. The three files are the GIST program, resource and documetation.

The first thing I tried was GIST.PRG the sound editor. The screen comes up with three boxes on the left side of the screen and the menu bar. The boxes allow one to play a sound or sounds in a continuous cycle and to vary the length of one cycle. The next box down allows one to set the duration of a sound. The botom box allows one to change the note being used for the sound or sounds. The menu bar has four main headings besides the 'ACC' column. The headings are 'File', 'Edit', 'Play' and 'Misc'. The 'File' heading is pretty standard. The 'Edit' offers one a reminder on quick commands on editing the volume, frequency or noise. Besides the quick commands one can also just double-click on the appropriate part of the display for a sound and one will be shown the editing screen for the volume frequency or noise.

The first I did was to load in one of the sample sound files. One should allow a LOT of time to waste with this. There isn't any problem- the sounds can be modified so easily that I spent some hours just fooling around with various combinations. While there are 50 sound samples included I must mention that through the monitor speaker about 15-20 of them sounded so alike as to be indistinguishable. That group is variations of a piano. The reason for this is that it makes it much easier to know which parameter to change. I found the way the editor is setup to be very freindly and simple to use. Within the editor one can load in up to three sound files at any one time. The sounds can be played either individually or 'ganged' so that all of them are used. I should mention before I forget that GIST will accept inout from a MIDI keyboard and play the sounds back through the MIDI also.

When a 'SND' file is loaded a window pops up displaying the ADSR (Attack, Decay, Sustain and Release) envelope, the LFO (Low Frequency Oscillator) for both frequency and volume, the frequency curve and the noise settings. All of these can be very easily edited using the mouse. I should mention that GIST makes use of three ADSR envelopes and three LFO's per sound channel. This replaces the single envelope generator that is burned into the sound chip.

Now, what would you use GIST for? Well, I sure hate to construct the code for sounds from scratch. Also, as I mentioned above GIST reprograms the sound chip and helps provide what the programmers NSQ - "Near Synthesizer Quality". If one is designing a game then one get easily get away from the 'Asteroids' type of sound effects which seems to be very common in the public domain and some commercial products. The disk is not copy-protected and the package works in both medium and high resolution. In my opinion, most people working on adding sounds to a program they are writing will benefit from using GIST both in time savings and the resulting quality of the sounds.

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REVIEW

REVIEW
HARDBALL
Accolade
$29.95
Reviewed by Bill Rodawalt

A few months ago, when I decided to sell my 130xe in favor of getting a 520 ST, one of the few things holding me back was some of the software titles that I had become attached to on my 8-bit machine, and one of these was HARDBALL!

HARDBALL!, as you might guess, from the name is a baseball simulation. The view is from behind the pitcher and as you stand at bat the pitches come at you from various angles and the breaking balls make you feel like you are at the mercey of the pitcher and you begin to understand what those announcers are talking about when discribing a guy as "waiting on" a particular pitch.

Some of the problems with the 8-bit version of the game have been addressed with the new version on the ST. The biggest problem was the almost impossible throw from third base to first and the totally impossible double play combination. With the ST version of the game the throw from third base is much more realistic and the timing on the double play is pretty good (though it is still no peice of cake).

There are still a few problems with the game though. After the pitcher selects the type of pitch , placement of the pitch is controlled by moving the catcher's glove around to set the pitch placement. With a one player game this poses no problem , but with two players the glove movement can tip of your opponent to the type of pitch coming - sort of like stealing signs from second base. I still find little advantage to swinging outside or inside while at the plate but find that swinging low and high respectively can be very helpful. Also after playing a few games , I haven't noticed the games irritating crash when a bunt finds just the wrong spot as with the 8-bit version.

All in all, I find the game very enjoyable . Though the game doesn't begin to challenge MICROLEAGUE BASEBALL for the strategies of baseball, the superb graphics and over-all playability of the game make it a must for your library of sports games for the ST.

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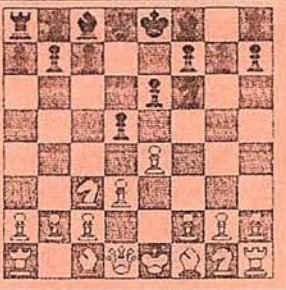

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